

This document provides rules updates for a wide selection of Forge World Imperial Guard units previously covered in early Imperial Armour books.

Each unit entry indicates which Force Organisation Chart slot it may be selected as, which Codex this applies to, and the document as a whole bears the 'Warhammer 40,000' stamp. This stamp indicates that the units are intended to be used in 'standard' games of Warhammer 40,000, within the usual limitations of Codex selection and Force Organisation Charts. As with all our models these should be considered 'official', but owing to the fact that they may be unknown to your opponent, it's best to make sure they are happy to play a game using Forge World models before you start.

Tallarn Mukaali Riders Squad

POINTS: 110

	WS	BS	S	T	W	I	A	Ld	Sv
Mukaali Rider	3	3	3	3(4)	2	3	1	7	5+
Mukaali Rider Sergeant	3	3	3	3(4)	2	3	2	7	5+

The desert world of Tallarn has raised many famous regiments for the Imperial Guard, both infantry and armour. It also raises contingents of Rough Riders who fight in the traditional style of the old desert tribes that once roamed Tallarn. Tallarn Rough Riders are not mounted on horses, but on the Mukaali, a desert quadruped known equally for its foul temperament and its tough hide. Whilst some are repulsed by the noisy, smelly creatures their riders are endlessly loyal, knowing that the Mukaali will endure where horses would fail both their riders and the Emperor.

Unit Composition

- 4 Mukaali Riders
- 1 Mukaali Rider Sergeant

Unit Type

- Cavalry

Wargear

- Flak Armour
- Hunting Lance
- Laspistol or Close Combat Weapon
- Frag Grenades
- Krak Grenades

Options

- May have up to five additional Mukaali Riders at +20 points per model.
- The Mukaali Rider Sergeant may exchange his Laspistol for either a Power Weapon or Plasma Pistol at +10 points.
- The Mukaali Rider Sergeant may take Melta Bombs for 5 points.
- Up to two Mukaali Riders may replace their Hunting Lance with one of the following:
  - Flamer or Grenade Launcher..... +5 points per model
  - Meltagun ..... +10 points per model
  - Plasma Gun ..... +15 points per model

A Mukaali Rider Squad is a Fast Attack choice in an Codex Imperial Guard army.



# Sabre Gun Defence Platform Squad

POINTS: 40 each

	ARMOUR									
	BS	Front	Side	Rear						
Sabre Gun	3	10	10	10						
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>LD</b>	<b>SV</b>	
Imperial Guard Crewmen	3	3	3	3	1	3	1	7	5+	

*Sabre gun defence platforms are static heavy weapons positions. With multiple weapons mounted on a heavy weapons platform, they are commonly used for light anti-aircraft defence as well as for engaging ground targets. Sabre platforms are issued to some heavy weapons platoons instead of standard heavy weapons, but their lack of mobility means this only occurs when a regiment is defending static positions.*

## Unit Composition

- 1-3 Sabre Gun Platforms
- 2 Imperial Guard Crew per Platform

## Unit Type

- Artillery\*

## Wargear

- Sabre Gun Platform: Twin-linked Heavy Bolters
- Imperial Guard Crew: Lasguns

## Special Rules

- Immobile
- AA Mount
- Searchlight

## Options

- The Sabre may replace its Twin-linked Heavy Bolters with the following:
  - Twin-linked Autocannon.....+10 points
  - Twin-linked Lascannon.....+20 points
  - Two Twin-linked Heavy Stubbers.....+10 points
  - Defence Searchlight.....Free

**Immobile\*:** A Sabre Gun Platform cannot move once it has been deployed, and counts in all respects as a vehicle that has suffered an Immobilised damage result (which cannot be repaired in any way).

**AA Mount:** Weapons that are AA mounted roll to hit vehicles with the Flyers special rule using their normal BS rather than requiring a 6 to hit.

**Defence Searchlight:** These are used when the Night Fighting rule is in effect. If a vehicle has a searchlight it may pick a single target within line of sight and illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting rule. However, a vehicle that uses a searchlight can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect, as the enemy can see the searchlight.

*A Sabre Gun Platform Squad may be taken instead of a Heavy Weapon squad as part of an Imperial Guard infantry platoon (see page 97 of Codex Imperial Guard).*



	WS	BS	S	T	W	I	A	Ld	Sv
Imperial Guard Crewmen	3	3	3	3	1	3	1	7	5+

The Scanner itself cannot be targeted for attack and therefore has no profile.

Long-range scanners are larger, more powerful versions of the hand-held scanners issued to officers and squad leaders. These units, manned by an Imperial Guard specialist, are set up as part of Imperial Guard defensive positions and are used to monitor the surrounding area for any enemy troops that may be approaching. They can provide a wide array of useful data on enemy movements and locations, which can then be

disseminated over the vox-network.

Unit Composition

- One Scanner
- One Imperial Guard Crewman

Unit Type

- Infantry

Wargear  
(Imperial Guard Crewman)

- Flak Armour
- Lasgun
- Close Combat Weapon
- Frag Grenades

Special Rules

- Scanner Modes
- Immobile



**Scanner Modes:** The Scanner unit can be set up in one of two modes, as detailed below. You must decide which mode you will use the scanner in before the start of the battle. It remains in that mode for the rest of the game and cannot be changed.

**Long-range Sweep:** With the Scanner in this mode, enemy units will find it difficult to get close to Imperial Guard positions without being detected. Any enemy unit that wishes to Infiltrate must first roll a D6. On a 4+ they may Infiltrate as normal. On any other result they cannot Infiltrate and must set up as normal, with the rest of the army.

**Short Range Lock:** The Scanner locks on to an enemy unit's position and provides targeting information to nearby Imperial Guard units. Nominate an Imperial Guard unit within 12" of the Scanner, then roll a D6. On a 4+ this unit can re-roll any To Hit dice that miss in the Shooting phase. A unit receiving the data that has a vox-caster does not have to be within 12", but can be anywhere on the table. The Imperial Guard unit chosen to receive the targeting data can be changed each turn. The targeting data doesn't affect ordnance or barrage weapons.

**Immobile:** A Scanner cannot move once it has been deployed, and counts in all respects as a vehicle that has suffered an Immobilised damage result (which cannot be repaired in any way).

A Scanner Squad counts as a HQ choice for an Imperial Guard army, but can not be used to fill a compulsory HQ option.

# Imperial Mine Plough

POINTS: See below\*

A common addition to many Imperial Guard vehicles is the mine plough. These devices vary in origin and construction, but all have the same purpose: to clear the battlefield of mines. The Imperial mine plough combines an angled plough blade with a system of shrapnel launchers to clear enemy-laid munitions across a wide area. This system is highly effective, and is sought after by tank crews pressed into a mine-clearing role during battle as its shrapnel launchers can also be used to drive back enemy infantry.

When taking Dangerous Terrain tests, any vehicle equipped with a Mine Plough may re-roll the dice. Any time the vehicle moves through an area designated as a minefield it may remove the minefield on the roll of a 4+ at the end of the Movement phase.

The Shrapnel launchers mounted on the Mine Plough may be fired as a defensive weapon on any turn in which the vehicle has not made a Dangerous Terrain test. They use the following profile:

	Range	STR	AP	Type
Shrapnel Launcher	8"	2	-	Assault 2, Blast

The Mine Plough can be destroyed by a Weapon Destroyed result on the Vehicle Damage table. If this occurs then all functions of the Plough are disabled.

\*The Mine Plough is a vehicle upgrade for the following vehicles in the Imperial Guard codex:

- Chimera Armoured Transport.....+10 points
- Hellhound, Devil Dog or Bane Wolf.....+15 points
- Leman Russ and variants.....+10 points
- Hydra Flak Tank, Atlas or Trojan.....+5 points



## Combining Elysian D-99 troops with the Elysian Drop Troops army list from *Imperial Armour 8*

A D-99 Detachment may be created from the following units from the Elysian Drop Troop army list:

**HQ:** Elysian Company Command Squad (page 94); Elysian Long Range Ground Scanner (page 95)

**Elites:** Elysian Special Weapons Squad (ignores the usual restriction of being taken as part of a Platoon and may be selected as separate units) (page 98)

**Troops:** Elysian Veteran Squads (page 99)

**Fast Attack:** Drop Sentinel Squadron (page 98); Cyclops Remote Control Demolition Vehicle (page 101); Tauros Squadron (page 15 - *IAA 2nd Edition*)

**Heavy Support:** Vulture Gunship; Elysian Sentry Gun Battery (page 102)

**D-99 Special Rules:** All of the following squads selected as part of a D-99 Detachment army gain the Surgical Enhancement and Preferred Enemy (Tyranids) special rules: Elysian Company Command Squad, Elysian Special Weapon Squad, Elysian Veteran Squad. Each of these squads cost an additional 20 points each to reflect these abilities.

**Surgical Enhancement:** A unit subject to this rule gains +1 Initiative and the Stubborn special rule.